

# STAR LOG.EM-041

## SOLDIER FIGHTING STYLES



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~ Alexander Augunas  
Publisher & Crunchmaster of Everyman Gaming LLC

## ACCESSING ARCHIVES QUERY: PRODUCT NAME

Hello, and thank you for purchasing *STAR LOG.EM041: SOLDIER FIGHTING STYLES*! Soldiers have played a crucial role in the Xa-Osoro System since the end of the Nova Age, where the destruction of the Radiant Imperium's centralized chain of command on Azan left most of the system without government oversight or authority, and those stationed in the military who survived defected en mass to protect their families and secure their own interests. After all, most professional soldiers found their chain of command in shambles, while mercenaries continued to do what they've always done.

As pirates and thieves roamed the streets, those who could afford these ex-military conscripts often took to employing as many of them as possible in order to enforce their policies and protect their clients. Some might even say that these nameless soldiers were society's final bulwark against anarchy and a looming societal collapse that could have set back the system's technological and educational levels thousands of years. Of course, few soldiers performed these services for free....



## SOLDIER FIGHTING STYLES

The following fighting styles are available to soldiers who meet the prerequisites.

### BERSERKER

You are rage incarnate, an unstoppable force barreling down the battlefield in search of blood and glory. Whether your berserkerang is fueled by a mystic trance, mind-altering serums, or otherworldly power, you become neigh unstoppable when you're truly angry.

#### BESERKERGANG (Ex) 1ST-LEVEL

You can call upon inner reserves of strength and tenacity as a swift action, granting you additional combat prowess. While in a berserkerang, you gain a +2 morale bonus to melee attack rolls and damage rolls, thrown weapon attack rolls and damage rolls, and to Will saving throws. In addition, you take a -2 penalty to Armor Class and gain 2 temporary Hit Points per soldier level you possess. These temporary Hit Points are lost first when you take damage and disappear when the berserkerang ends. While in a berserkerang, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills except Acrobatics, Intimidate, Survival, or any skill check that you attempt as part of a fighting style technique, a gear boost, or a combat feat.

Once you activate berserkerang, you remain in this altered state for 3 rounds. After berserkerang ends, you are fatigued for 1 round. You cannot enter a berserkerang while fatigued or exhausted, and your berserkerang immediately ends if you become dying, dead, or unconscious.

#### DEADENED NERVES (Ex) 5TH-LEVEL

Whenever you're in a berserkerang, you gain DR 1/-. This DR increases by 1 at 7th level and every 2 levels thereafter, up to a maximum of DR 9/- at 19th level. The dermal plating augmentation and similar effects only increases the value of this DR if the DR granted by the augmentation is equal to or greater than the DR granted by this technique.

#### FEARLESS BERSERKER (Ex) 9TH-LEVEL

You are immune to the shaken and frightened conditions while you're in a berserkerang.

#### GREATER BERSERKERGANG 13TH-LEVEL

You become a force of reckoning while in a berserkerang. Your berserkerang's morale bonus to damage rolls increases to +4, its bonus to Will saving throws increases to +3, and the number of temporary Hit Points gained increases to 3 per soldier level. In addition, you gain a +2 insight bonus to the save DC of the critical hit effects of any weapon you wield, including special critical hit effects granted by combat feats, gear boosts, soldier fighting techniques, and weapon fusions.

#### INDOMITABLE BERSERKERGANG 17TH-LEVEL

Your berserkerang's morale bonus to Will saves increases

to +6 against enchantment spells, as well as all effects with the charm or compulsion descriptors. In addition, you are no longer fatigued when your berserkerang ends, and your berserkerang lasts until you end it as a free action during your turn. If you enter a berserkerang again within 1 round of ending a berserkerang, you don't gain any temporary Hit Points from your berserkerang.

### RAPSCALLION

You are a derring-do and a scoundrel, willing to fight dirty to get what you want. Your skill and ability allow you to hinder enemies effortlessly to control the battlefield.

#### DIRTY TRICKSTER (Ex) 1ST-LEVEL

You gain Improved Maneuver (dirty trick) as a bonus feat. Whenever you succeed at a dirty trick combat maneuver attempt against an opponent, that opponent must attempt a Reflex save (DC equals 10 + 1/2 your soldier level + Strength or Dexterity modifier, whichever is higher). If your opponent fails, removing the dirty trick takes a standard action instead of a move action.

#### SPRINGING TRICKSTER (Ex) 5TH-LEVEL

You gain Spring Attack as a bonus feat, ignoring its prerequisites. Whenever you charge or use the Spring Attack feat, you can replace the attack made at the end of your charge or as part of a Spring Attack with a dirty trick combat maneuver.

#### TRICK FIGHTING (Ex) 9TH-LEVEL

You gain a +1 insight bonus to dirty trick attempts. Whenever you critically hit an opponent with a melee weapon that you're proficient with, you can inflict one of the following conditions onto the opponent for 1 round, as if you had succeeded at a dirty trick combat maneuver: blinded, deafened, entangled, off-target, shaken, or sickened. If your weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the trick fighting effect.

#### TRICKSTER'S ONSLAUGHT (Ex) 13TH-LEVEL

As a full action, you can make two dirty trick attempts against two different targets or the same target, both with a -4 penalty. If you use this full action to make two dirty trick attempts against the same target and both attempts are successful, you may affect the target with two different conditions. When you succeed at two dirty trick combat maneuvers against one opponent as part of the same full action, you add an additional condition to the list that you can inflict onto the opponent, as described below. This additional condition supersedes the first and uses the second attempt's result to determine the condition's duration.

- » **Confused:** You can use your second successful dirty trick combat maneuver to inflict the confused condition onto an opponent if your first successful dirty trick combat maneuver was used to inflict the off-target condition.
- » **Frightened:** You can use your second successful dirty

trick combat maneuver to inflict the frightened condition onto an opponent if your first successful dirty trick combat maneuver was used to inflict the shaken condition.

- » **Nauseated:** You can use your second successful dirty trick combat maneuver to inflict the nauseated condition onto an opponent if your first successful dirty trick combat maneuver was used to inflict the sickened condition.
- » **Paralyzed:** You can use your second successful dirty trick combat maneuver to inflict the paralyzed condition onto an opponent if your first successful dirty trick combat maneuver was used to inflict the entangled condition.

### MASTER TRICKSTER (EX) 17TH-LEVEL

Whenever you charge or attempt an attack of opportunity, you replace any number of attacks made as part of that action with a dirty trick combat maneuver. In addition, removing any condition you inflict onto an opponent with a successful dirty trick attempt is a standard action, of a full action for any opponent that fails its Reflex save against your dirty trickster fighting technique.

### STRIKER

You are skilled at using melee weapons to devastating effect, allowing you to strike your enemies hard and true where they least expect you—at the front lines, staring down enemy gunfire.

### SHIELD OF SWINGS (EX) 1ST-LEVEL

When you fight defensively while wielding a melee weapon, you can choose to take no penalty to attacks you make in that round but gain only a +1 bonus to AC until the start of your next turn instead of the usual +2 bonus. In addition, you can fight defensively as part of a standard action or full action to charge or use the Shot on the Run or Spring Attack feats. When doing so, you take a  $-2$  penalty to attack rolls to gain a +1 bonus to AC until the start of your next turn. (This penalty stacks with any imposed from charging.)

### TERROR OF THE BLADE (EX) 5TH-LEVEL

Whenever an opponent who isn't wielding a melee weapon starts its turn within your threatened area, you can attempt an Intimidate check to demoralize that opponent requiring no action. If your Intimidate check is successful, your opponent gains the off-target condition on all attacks made against you until the start of its next turn.

### DEFLECT PROJECTILES (EX) 9TH-LEVEL

You gain Deflect Projectiles as a bonus feat. You can use any melee weapon (including an archaic melee weapon) to deflect projectiles, but if the weapon you're wielding doesn't deal the same general category of damage as your melee weapon, you gain a +0 bonus to your attack roll described by the Deflect Projectiles feat to deflect the attack instead of the usual +5 bonus. If you are fighting defensively when you use Deflect Projectiles, increase the circumstance bonus you gain from Deflect Projectiles to deflect an attack by +1 (if you are using a weapon that doesn't deal the

same general category of damage as the attack you're reflecting, you gain a +1 bonus instead of a +0 bonus).

### EVASIVE MANEUVERS (EX) 13TH-LEVEL

Whenever you fight defensively while wielding a melee weapon, you gain the evasion operative ability until the start of your next turn. In addition, you add the bonus to KAC that you gain from fighting defensively to all Reflex saves you attempt until the start of your next turn.

### DAMAGE DEFLECTION (EX) 17TH-LEVEL

Whenever you fight defensively or use the total defense action while wielding a melee weapon, any damage reduction or energy resistance you possess from augmentations, combat feats, or racial traits increases by 5.

### NEW GEAR BOOSTS

The following fighting styles are available to soldiers who meet the prerequisites.

### DANGER SENSE (EX)

You have a sixth sense for danger. You gain a +1 bonus to AC and to Reflex saving throws against environmental hazards, traps, and attacks attempted during a surprise round. In addition, you add Perception to your list of class skills and gain a +3 insight bonus to Perception checks to notice hidden creatures, traps, and to act during a surprise round. This insight bonus increases by +1 at 11th level and every 4 levels thereafter.

### FINESSE SOLDIER (EX)

Whenever you hit an opponent with an operative weapon, adding your Dexterity bonus to your attack rolls and your Strength modifier to your damage rolls, you gain a bonus to your operative weapons' damage rolls equal to half your soldier level (minimum 1). The damage bonus you gain from this gear boost cannot exceed your Dexterity bonus.

### GRAPPLER DASH (EX)

Whenever you successfully hit an opponent with a successful combat maneuver attempt using a grappler (see Chapter 7 in the *STARFINDER CORE RULEBOOK*), you can spend 1 Resolve Point as a move action to immediately move from your current square to any open square that is adjacent to your opponent, up to a maximum of 500 feet of movement. Your movement must be in a straight line and if you move more than 240 feet in this manner you gain the flat-footed condition until the start of your next turn, as if you had used the run action. After moving in this manner, your opponent receives a free Acrobatics or grapple attempt to escape the grapple requiring no action.

### UNCANNY AGILITY (EX)

Whenever you're wearing light armor or no armor, you gain the operative's uncanny agility class feature. You must be at least 11th level to learn this gear boost.

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